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Subject: Re: Messages missing since 4.0

Posted by [jonwil](#) on Sun, 15 Apr 2012 16:07:05 GMT

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I checked and as of 4.0 beta 5, ALL the messages output by the old SSGM are either in the new SSGM or make no sense to put into the new SSGM because of changes in the way it works (for example there are no obelisk glitch warnings in the new SSGM because SSGM does not contain any obelisk glitch fix anymore, the fix is in scripts itself. And there are no messages about different game modes because the new SSGM doesn't have the concept of game modes anymore, it handles all that stuff differently.

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